WEST Search History

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DATE: Friday, November 03, 2006

Hide?	Set Name	Query	Hit Count
		DB=PGPB,USPT,USOC,EPAB,JPAB,DWPI,TDBD; PLUR=YES; OP=OR	
☐	L3	synthesiz$3 same image same 3D same object same scene and (shade or shading) same value and array$1 and visible same surface	3
☐	L2	L1 and interval	11
☐	L1	monte near carlo and nonlinear and (shade or shading) and array$1 and visible	27

END OF SEARCH HISTORY

WEST Search History

DATE: Friday, November 03, 2006

Hide?	Set Name	Query	Hit Count
		DB=PGPB,USPT,USOC,EPAB,JPAB,DWPI,TDBD; PLUR=YES; OP=OR	
☐	L23	nonlinear and parametric and (shade or shading) same value$1 and array$1 and visible and 3D same scene and object	19
☐	L22	nonlinear and parametric and implicit and (shade or shading) same value$1 and array$1 and visible and 3D same scene and object	0
☐	L21	nonlinear and parametric and implicit and (shade or shading) same value$1 and array$1 and visible and 3D same scene same object	0
☐	L20	nonlinear same parametric same implicit and (shade or shading) same value$1 and array$1 and visible and 3D same scene same object	0
☐	L19	L17 and rectangular same array$1	3
☐	L18	L17 and parametric	8
☐	L17	visible same surface and (shade or shading) near5 value and nonlinear	23
☐	L16	visible same surface and (shade or shading) near5 value and nonlinear and implicit	1
☐	L15	visible same surface and (shade or shading) near5 value and nonlinear and implicit and parametric	1
☐	L14	(shade or shading or shaded) near value$1 and nonlinear and implicit and rectangular same array$1	1
☐	L13	L11 and split	3
☐	L12	L11 and split and synthesiz$3	2
☐	L11	parametric and nonlinear and implicit and array and (shade or shading or shaded) same value$1 and visible	3
☐	L10	parametric and nonlinear and implcit and array and (shade or shading or shaded) same value$1 and visible	0
		DB=USPT; PLUR=YES; OP=OR	
☐	L9	L8 and synthesiz$3	8
☐	L8	(shaded or shade or shading) same value$1 and array$1 and visible and 3D same object$1 same scene and rectangular	34
☐	L7	(shade or shading) same value$1 and rectangular and array$1 and interval and 3D same object and scene same synthesiz$3	4
☐	L6	(shade or shading) same value$1 and rectangular same array$1 and interval and 3D same object and scene same synthesiz$3	0
☐	L5	(shade or shading) same value$1 and visible and rectangular same array$1 and interval and 3D same object and scene same synthesiz$3	0
☐	L4	(shade or shading) same value$1 and visible and rectangular same array$1 and interval and 3D same object and scene same synthesiz$3	0

	L3	(shade or shading) same value$1 and visible and rectangular same array$1 and interval same analysis and 3D same object and scene same synthesiz$3	0
	L2	L1 and (shade or shading)	0
	L1	6772136.pn.	1

END OF SEARCH HISTORY